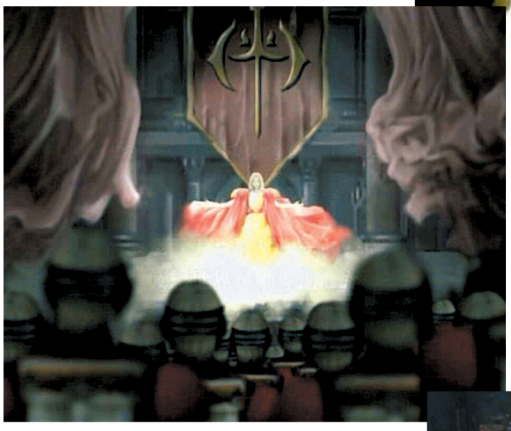
プレイングマニュアル

PROLOGUE

The evolved machine「HEAVEN tribe」
aims for the ultimate physical body.

On that planet,
two great wills existed.

The humans who migrated there
gained a wealth of knowledge and
resources from the two races and
dramatically developed their
civilization.

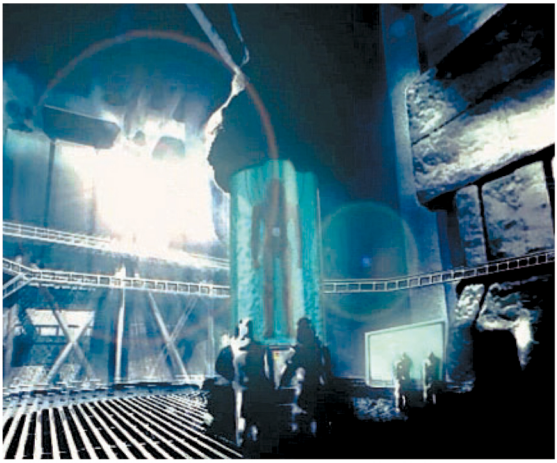


Even after a long history of conflict,
the two great races disappeared,
leaving only humans.

And so, humans came to believe
that their prosperity was entirely
their own doing.

The discovery of these ruins prompted
humans to seek the power of the
lost races for their own ambitions.

All the knowledge and information
possessed by the two great races...



The DNA information was input into a giant computer, and the virtual world began to move.

The state of this world was collected by MARX soldiers sent from the real world.

The ruins were a dangerous den of beings far beyond the capabilities of humankind.

There, scientists created a being who inherited「HELL's」DNA.

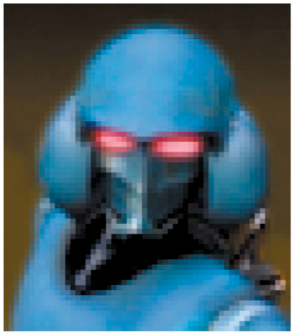
"He" became a spirit and was able to possess other living beings, making him ideal for observing virtual worlds.

Within the pitch-black chamber, a warrior radiates light...

"He" was given only the bare minimum of knowledge necessary to carry out his actions.

His pure mind and body sleep peacefully, waiting for the time to be sent into the virtual world.

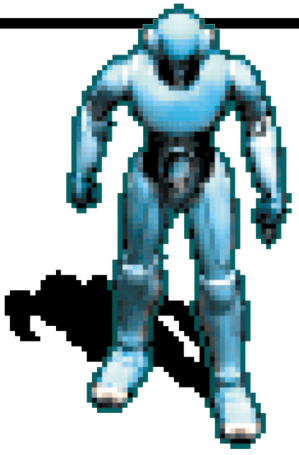
Character



Valkyrie

Val・ky・Rie

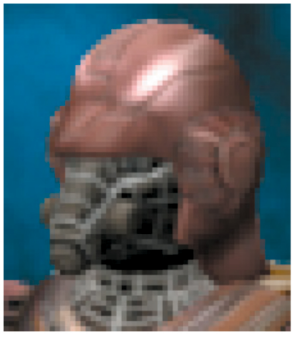
The main character of the story. A cloned body that was revived based on DNA information obtained from excavated ruins. He is thrown into a virtual world by MARX.



Illian

Irian

A kind-hearted girl with a mysterious past. She fights the soldiers to save Valkyrie, but is wounded so severely that she nearly loses her life.



Neth-Rakken

Neth-Rakken

Captain of the Phantom Company. Attempting to rescue his comrades trapped inside the heart of Sapvnak.

Isa One

Iza・wan

A bipedal BEAST.
His personality is vicious.
However, he is searching for spiritual fragments to find out why his comrades were all massacred.

Zip

Zip

A white male rabbit.
He escapes the rabbit world with Chimachima and sets out on an adventure.

He and Izawan, whom he meets during their journey, travel together as a trio.

Chima Chima

ChimaChima

A pink female rabbit who adores Zip.

Glossary

A word about titles and forms

Sapnack
The ultimate weapon of the HELL tribe. It is called the Giant God. It has enough power to destroy the world by itself. The only ones who can wield this weapon are those of the HELL tribe known as "Nastakar."

Sale
An ancient weapon created by the HEAVEN tribe to defend their most important bases.

Emperor
The mother being of all HELL tribes.
One of the great consciousnesses that has been in contact with us since before the birth of the universe.

Nasu Takar
A title given to those who can freely use the Hell tribe's ultimate weapon, the Giant God Sapnack.

Phobos
Valkyrie is in the process of transforming into the Emperor.

Phrases and Terms

Subspecies
Another name for Valkyrie. A unique race that does not belong to any of the six races.

Phantom Squadron
One of the combat units sent into the virtual world by MARX. Neth-Racken serves as its commander.

Sabnak's Heart
The power source of the giant god Sapnak. Currently, it also serves as the power source for ruins that exist in the virtual world.

Experimental Subject
Another name for the Valkyries. Refers to Valkyries undergoing teleportation experiments.

Spiritual Fragment
A gem that enhances a person's mental strength, promoting evolution and increasing abilities. It is sought after by many.

First Generation
The first generation of the Hell tribe. The now deceased Helion was their leader and led the entire Hell tribe.

First Generation

Originally, they were created by cultivating the tissues of the first generation of Hellions to protect them.

Third generation

A new lifeform created by the HELL tribe by fusing terrestrial lifeforms with the first generation tissue in order to organize an army. The third generation, which possesses a wide variety of forms, form the core of the HELL tribe. It is also the third generation that currently leads the HELL tribe.

Transfer Experiment

An experiment to transport Valkyries into a virtual world. Similar experiments have been conducted several times in the past, but all have ended in failure.

Phrases Related to Worldview

The Great Battle

A long time ago, a conflict occurred between the Heaven and Hell tribes. As a result of this battle, both tribes were wiped out.

Virtual World

A past world recreated on a computer based on the various data collected by MARX from the ruins. Multiple worlds are running simultaneously so that various experiments can be carried out.

Game Systems

B S

Body Snatch, refers to the protagonist possessing the body of another character.

T F

Transform, refers to the protagonist transforming into another character.

LATENCY

A window that displays previously Body Snatched characters that can be transformed.

I C

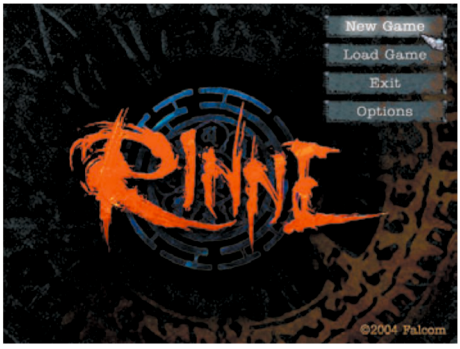
Ironclad

Starting the Game

First, launch RINNE. After the logo and opening movie play, the following title menu will be displayed.

*You can skip through the movies by clicking on them.

Title Screen



▲Title Menu

New Game

A new game will be started.

Load Game

This will load the saved data and start the game. If no data has been saved, this option will be unavailable.

To return to the menu screen, right-click.

Exit

Exit the game and return to Windows.

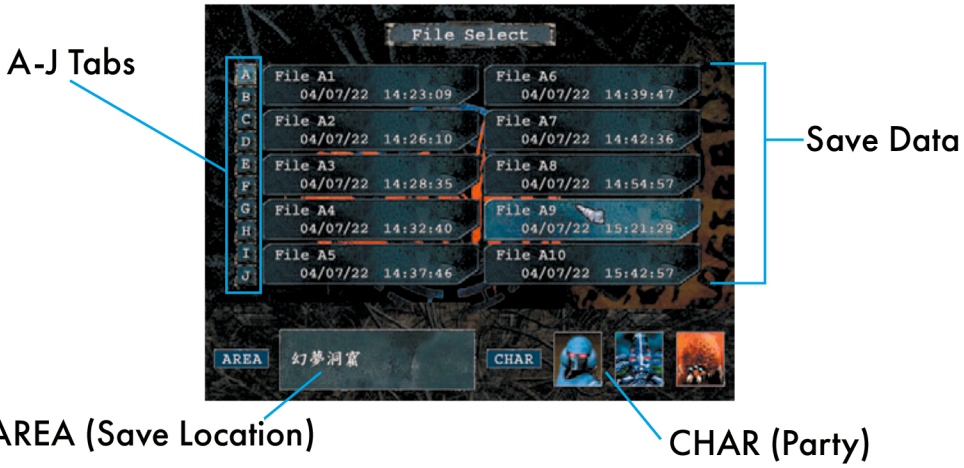
Options

You can adjust the volume of Music (BGM) and Sound (sound effects). Click the bar to adjust it.
To return to the menu screen, right-click.

※ You can also adjust the volume during the game by selecting "OPTIONS" in the system menu.

File Select

When you click (Load Game) on the previous page, the following screen will appear.



【A-J Tabs】

Click the button to switch pages. Each page has 10 locations where you can save data.

【Save Data】

Click Save Data to continue playing.

* A similar screen will open when you save your game (SAVE GAME).
Select the location where you want to save and click to save the data.

Basic Exploration

RINNE is primarily operated with a mouse and requires the use of a keyboard.
It does not support game pads.

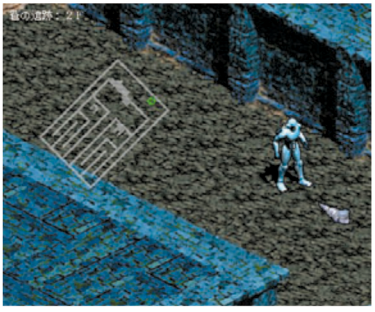
Mouse Functions

Left Click:	Move, talk, attack, acquire items, operate equipment, etc.
Ctrl + Click:	Force Attack
Right Click:	Special Attack, Cancle, Close
Ctrl +Right Click:	Special Attack
Mouse Wheel:	Scroll List

Keyboard Features

S	:	Status Window
I	:	Inventory Window
L	:	Latency Window
G	:	Guide Window
Esc	:	System Window
Tab	:	Toggle Map Display
B	:	Brain Hotkey
Ctrl	:	Stop Moving / Toggle Message Box

※ Some locations may not be displayed on the map.



▲Press Tab to display the map.

1. Basic Controls

Left-Click

Use this to move to a location, talk to a target character (displayed with a blue frame when focused), attack a target character (displayed with a red frame when focused), obtain a target item (displayed with a green frame when focused), operate devices, and more.

*To perform consecutive attacks, press the button the number of times you want to perform the consecutive attacks. With 6, you can perform up to three consecutive attacks. Holding down the left mouse button will perform the first attack (IE).

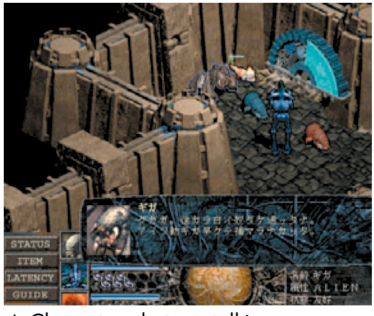
▲Click to Move

▲Attack the Enemy. Enemy HP and SP are also Displayed

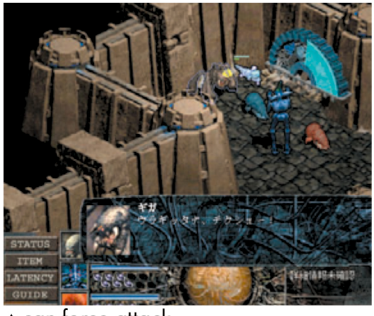
▲Pick up Items

Ctrl +Left-Click

This will force an attack. You can attack characters who are in friendly status (indicated by a blue frame when focused).



▲ Characters that are talking...



▲can force attack

Right-Click

Use the first Special Attack.
You can only use a special attack if you have the required SP.

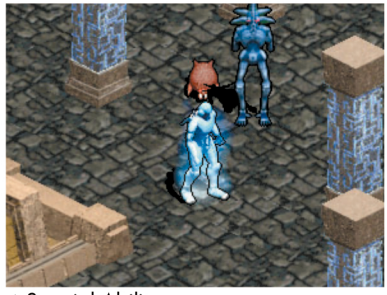
To check the special attacks that a character has,
click the STATUS button in the bottom left corner of the game to open a window and look for SPECIAL ATTACK in the upper middle section of the status information.

You can view your SP value on the SP gauge displayed on the right side of the player face.

▲Special Attack

Ctrl + Right-Click

Use your second Special Attack (Special Ability).



▲Special Ability

Ctrl

Any moving character will stop in place. If you have focus on a character or item, the information in the message box at the bottom right of the screen will change.

The message box displays information about the character, item, skill, or button that appears in the game.
When you move the mouse cursor to focus on the item, it also displays a description of the item, character status, and item effects.

Character status and item information,
can be displayed at once by pressing the Ctrl key.

▲Switch Message Display

Esc

The system menu will be displayed.
For details, please see page 22, "SYSTEM."

▲System Menu

2. How to Get Around

Walk

To move, place the mouse cursor over the desired location and left-click.
The character will then move to the desired location.

※If the destination is an impossibly remote location, no movement will occur.

Run

If you hold down the left mouse button while moving the mouse cursor, you will always run with the mouse cursor as your target.

3. Body Snatch (BS) and Transform (TF)

By performing BS (the protagonist's spirit body transferring into the body of another character) and registering that character on the latency list, you will be able to TF (transform) into that other character when using the BODY.

A corpse capable of BS will appear randomly when another character dies. Also, when you focus on it, it will be displayed with a light blue frame and the mouse cursor will remain glowing blue.

▲Click on the Corpse to BS

Walk

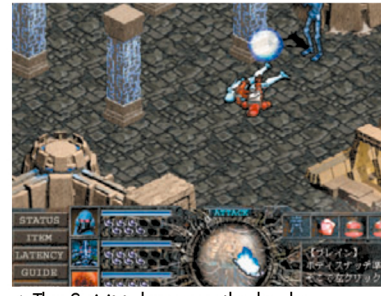
1. Click on a corpse that's eligible for BS. The corpse will then be ready to BS, and its head will glow white.

2. While the Brain remains glowing white, click on the Brain.

3. The player character's spirit body will leave their body, and BS will be performed.

▲Click on the Brain

※As the game progresses, you will encounter corpses that are not BS-rated depending on their spiritual value. Spiritual values can be increased by obtaining "spiritual fragments" during boss battles, etc.



▲The Spirit takes over the body

Transform (TF) Procedure

1. Click the LATENCY switch in the bottom left of the screen to open the window, the latency list will appear on the right. There is the main character's BODY and six races: IRONCLAD, BEAST, MARX, HEAVEN, ALIEN, and HELL.

Click this button to switch the race display. Additionally, the BODY and each of the six races have several evolutionary forms. Evolutionary forms can be switched using the Roman numeral tabs.

▲Select a character from the Latency List

2. Select the character you want to TF, move the mouse cursor over the brain (the brain will glow white), and click.

▲Click the Brain

3. The player character will TF.

▲TF from BODY

※ If a character is registered in the latency list, TF is possible for that character. However, TF is not possible unless you have at least one BODY.

※ After TF, open the Latency window again and click on the Brain to return it to the original BODY.

Game Screen

This is the screen where the game actually progresses. You control your character on this screen.

①Face

These are portraits of the player and partner characters.
Clicking them will change the status display.

②Hit Points

This represents health (displayed at 100%), and when damage is received from an enemy, the red (damage value) and blue (current value) will decrease. Health will recover by not moving.

When the player's HP reaches 0, they will turn into a spirit form during BS. The number of seconds a spirit body can remain without a host is displayed as a red number in the upper right corner, and when this number reaches 0, the game is over. In TF, the game is over as soon as HP reaches 0.

※When the game is over, the "System Menu" will be displayed, where RETURN TO GAME and SAVE GAME cannot be selected.

③SP

Each gauge has a maximum of 10 points, which are indicated by a purple mark (each character has a different maximum value). It decreases when you use a special attack with a right click or a special ability with Ctrl+right click. It will naturally recover if you do not use a special attack /special ability.

④Attack Toggle

Switches the behavior of your partner character (companion). When ON (the switch text is red), they will attack if they discover a hostile character. When OFF (the switch text is blue), they will only move and will not attack. They will also move closer to the player character.

⑤Brain

This is the player character's brain. BS (transfer) can be performed by clicking on the plane when the mouse cursor is in the "Blue" state. TF (transformation) can also be performed by selecting the character you want to TF (transform) with LATENCY and clicking on the plane.

⑥Inventory

A portion of your item bag will be displayed. Right-click on an item to use it. Be sure to place any item you want to use in this space.

⑦Message Box

Displays various information about the game.

⑧STATUS / ITEM / LATENCY / GUIDE / System

Displays the Status, Items, Latency, Guide, and System windows and menus. Clicking the switch again (or right-clicking) will close the window. For details, see "Various Menu Screens" on page 18.

Various Menu Screens

STATUS

The Status window will open, displaying the status of your player character and partner characters.

If you have partner characters, you can switch their display by clicking their faces.

Hover your cursor over each item to display a detailed explanation in a message box.

▲

ITEM

The Items window will open, displaying the items owned by your player character (3) and partner characters.

①Item Box

Equipment items for each character

▲

②Item Bag and Pockets

③Event Item Box

Items held by the party Items that can be obtained when certain events occur

About the Item

When you defeat an enemy character during the game, items are dropped by the defeated character, or found in the ruins. When you obtain an item, it will go into an empty space in your item pocket or item bag. By equipping or using them, you can increase your character's stats or restore HP and SP. Usable items include EQUIP, consumable items, and special items.

※When you obtain the three special items "Mushroom," "Black Potion," and "Fictional Soul," they will be stocked in the center of the Latency Window. For more information, see "Using Special Items" on page 21.

Moving and Equipping Items

You can freely move items between the Item Box, Item Bag, and Item Pocket. Clicking an item will make it float, then move the cursor to the desired location and click.

To equip a character, move the item you want to equip into the item box of the character you want to equip.

▲Moving Items

Using Consumable Items

To use an item during a game, first move it from the item back to the item pocket, then return to the game screen. Place the cursor over the item in the item pocket and right-click to use it.

※If you have multiple items of the same type, each time you use an item, it will be automatically replenished from your item bag to your item pocket until it runs out.

Discarding Items

If you're discarding from the Item Bag or Box, select the item and make it floating, then right-click to close the item window and click anywhere on the game screen to discard it. If you're discarding from the Item Pocket, select the item you want to discard (while it's floating), then click anywhere on the game screen.

※Ctrl You can remove items from your item bag or box all at once by holding down the CTRL key and clicking them (if there is free space around you).

LATENCY

The Latency window will open, showing you the characters you have BS'd so far that can be TF'd.

LATENCY List

Special Items

- Mushroom
- Black Potion
- Frictional Soul

▲

TRANSFORM (TF)

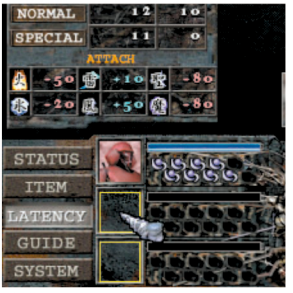
For details, please see page 15, "TF Procedure."

Summoning a Partner

If you possess an item called "Dream Hand," you can summon a partner character.

1. Select the character you want to summon from the latency list.

2. The partner's face will be highlighted in yellow. Click on the face in the auspicious location you summoned.



▲Click the Partners Face

※If you want to forcibly remove a partner character from the party, select the character you want to remove from the latency list and click on the partner face that will flash red.
equipped with when they leave the party will be scattered on the game screen. The same applies if their HP reaches 0 and they dies.

※For partner characters other than NPCs, the items they were equipped with when they leave the party will be scattered on the game screen. The same applies if their HP reaches 0 and they dies.

Using Special Items

1. Select and click either "Mushroom," "Black Potion," or "Fictional Soul" in the center of the Latency window.

2. A confirmation message will appear; click (OK) to confirm your choice.

GUIDE

The guide menu will appear.

▲Guide Window

Quest Log Window

This displays your current quest and a log of quests you have completed. You can scroll the list by clicking the scroll button on the right or by rotating your mouse wheel.

Tutorial Button

When you click, the following tutorial movies will play in the lecture window: BS (transfer), TF (transformation), IC (transformation to IRONCLAD), ATTACK (attack), SP (special attack), PARTY (party formation).

SYSTEM

▲

RETURN TO GAME

You will be returned to the current game screen.

EXIT GAME

Abandon the current game and return to the title screen.

LOAD GAME

Load the saved data and resume the game. When you run (LOAD GAME), the file selection screen will appear. Select the data you want to load and click it.

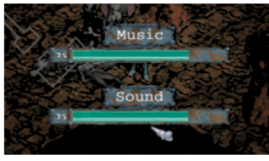
INFOMATION

A list of characters registered in the latency list will be displayed. Clicking on a character icon will display information about each character.

▲

OPTIONS

Click the Music (BGM) and Sound (sound effects) volume bars to adjust them.



SAVE GAME

Saves the game data you are currently playing. When you run (SAVE GAME), a file selection screen will appear. Select the location where you want to save the data and click it.

Tips For Winning

Meet and talk with friendly characters

If you want to gather information or avoid combat, try BS or TF with characters you have friendly relationships with. Also, talk to characters you have friendly relationships with as much as you can to gather useful information.

Fight with attributes that are effective against the enemy

Each character's attack and defense damage is increased or decreased depending on their attributes. Attacking with an attribute that is effective against the enemy using TF or equipment will deal great damage.

*If the opposite attribute occurs, no damage will be dealt, which may prolong the battle and put you at a disadvantage.

Use the terrain

If you are surrounded by multiple enemies and are being attacked, your attacks will be canceled by theirs. Basically, you should use the terrain and other factors to get into one-on-one battles with enemies as much as possible.

Increase your Synchronization rate

TF characters have a synchronization rate that starts at 0%. If the synchronization rate is low, you won't be able to use special attacks, for example, and you won't be able to utilize 100% of your abilities. If it's a character you want to use in battle, defeat enemies to increase their synchronization rate.

*Characters that have undergone BS can begin using 100% of their abilities.

Make use of BS and TF

The more you base your character, the more characters you'll be able to TF with, adding variety to your battles. Also, if you fight with TFed characters and level them up, you may be able to use characters of higher classes. Aim to completely conquer the latency list.

*Some characters will not be registered on the latency list even if you base your character.

プレイングマニュアル

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